GAME BOY ADVANCE

CARTOON NETWORK
speedway

INSTRUCTION BOOKLET

PRINTED IN USA

MAJESCO

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Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015 and leave a message.

3. If the Majesco Sales, Inc. Service Representive is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

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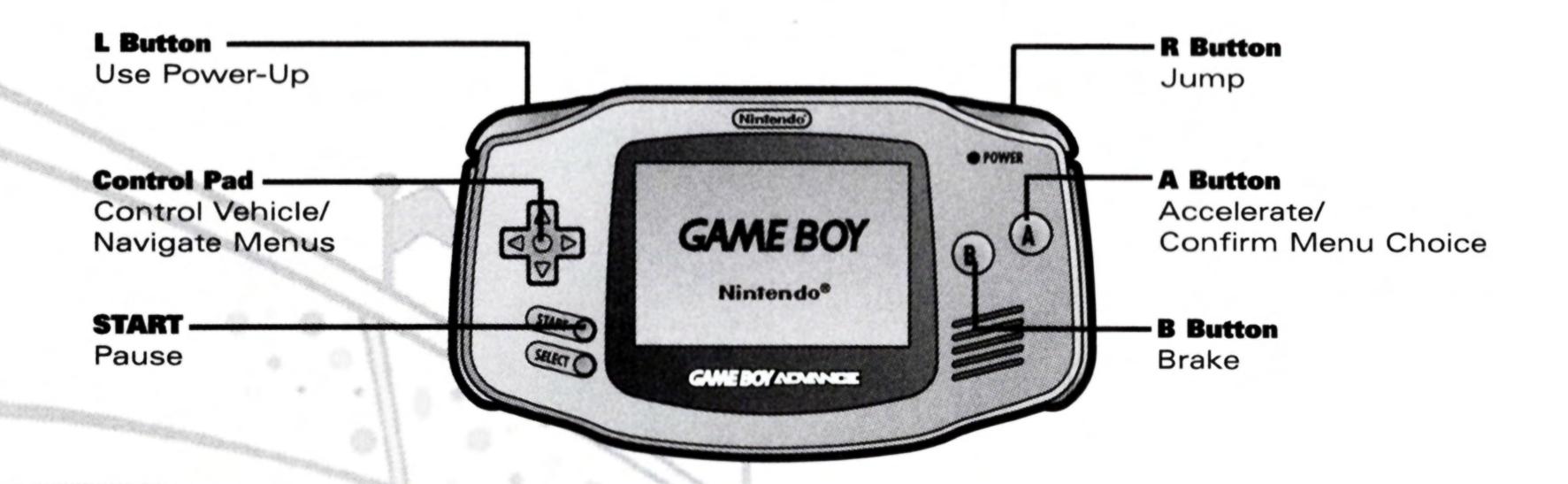
The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.
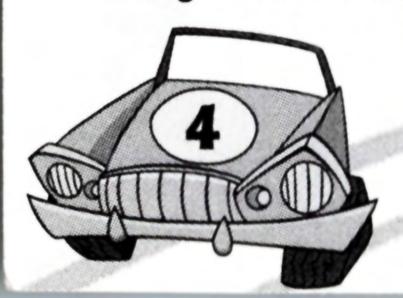
TABLE OF CONTENTS

CARTOON NETWORK™
speedway

CONTROLS

L Button — Use Power-Up

Control Pad — Control Vehicle/ Navigate Menus

START — Pause

R Button — Jump

A Button — Accelerate/ Confirm Menu Choice
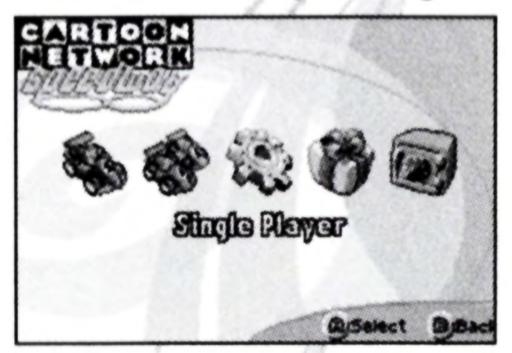
B Button — Brake

INTRODUCTION

The First Annual Cartoon Network Racing Championship is up for grabs, and all of your favorite Cartoon Network stars are revving their engines to compete for the grand prize! Cross the finish line as your favorite Cartoon Network character and perform hilarious stunts to gain the highest popularity rating from the crowd. Do you have what it takes to be the fastest, most skilled racer of all?

MAIN MENU

CARTOON NETWORK SPEEDWAY has a range of game modes for both single and two player action! Be the first to the finish line in CHAMPIONSHIP. Jump straight into the action in QUICK RACE. Maximize your Star Ratings potential in CHALLENGE mode. Rev your engine and conquer the speedway!

SINGLE PLAYER
Select to play single player game modes: QUICK RACE, CHAMPIONSHIP and CHALLENGE.

TWO PLAYER
Select to play two player races with a friend.

OPTIONS
Choose OPTIONS to display the Options menu and adjust game settings.

BONUS ITEMS
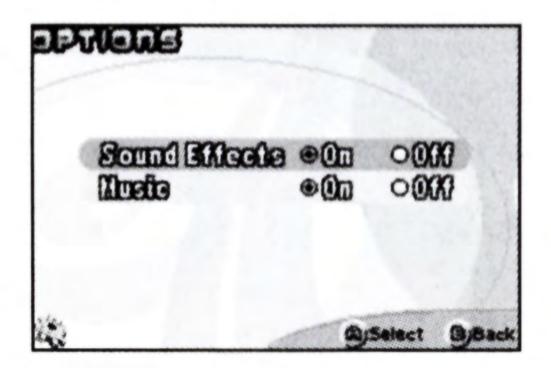Check how many items you have unlocked and how many you have left to obtain.

PASSWORD
Select this option to enter passwords to unlock new features.

OPTIONS MENU

Choose OPTIONS from the Main menu to display the Options menu and adjust:

```
OPTIONS


    Sound Effects  ●On    ○Off
    Music          ●On    ○Off



                        Ⓐ)Select  Ⓑ)Back
```

SOUND EFFECTS

Turn the sound effects volume On/Off here. The default is ON.

MUSIC

Turn the music volume On/Off here. The default is ON.

PASSWORDS / SAVING YOUR GAME

Once you have unlocked a new game feature, you will be given a password on the Rewards Screen. A new password appears every time you unlock a new feature. When you return to the game at a later time, you will need to input the last password received in order to resume play where you left off so be sure to write it down!

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BONUS ITEMS

Select BONUS ITEMS from the Main menu to display a rundown of how many hidden items you have unlocked and how many still remain locked. An unlocked item displays an icon next to it while locked items show silhouettes. You can unlock power-ups, characters, tracks and trophies. See *Unlocking Stuff* on pg. 22 for more information.

SINGLE PLAYER GAME MODES

QUICK RACE
Jump straight into the action in QUICK RACE! Choose your driver and track, then race against random drivers in this one to five lap race. You may choose to race the available three tracks or any track you've already unlocked in CHALLENGE mode. QUICK RACE is ideal for checking out which drivers are best on which courses. Use this mode to hone your skills!

CHALLENGE
CHALLENGE is single player only. Race each course in order and beat the Star Ratings total to unlock the next course (only three of 12 tracks are available when you first begin play). You unlock an extra character for each two courses you complete. See *Star Ratings* on page 23 for more information.

CHAMPIONSHIP
CHAMPIONSHIP is also single player only. Each CHAMPIONSHIP is composed of four separate races; there are five different championships to compete in, all of varying difficulty. Points are awarded for the top three positions in each race after three laps around the track. At the end of the fourth race, the driver with the highest overall point total is the winner. CHAMPIONSHIP play also lets you unlock additional power-ups and trophies. If you come in 4th place or lower, you lose the CHAMPIONSHIP. However, you may retry the track three times before you have to start the entire CHAMPIONSHIP over.

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ADVANCING

You must place in the top three positions to advance to the next championship course. If you do not, and you have already used your three chances to retry the race, you are eliminated from the competition.

RETRYING A RACE

You have three chances to retry a course during a championship in order to improve your position. However, when you retry a race you lose your previous position and start in last place.
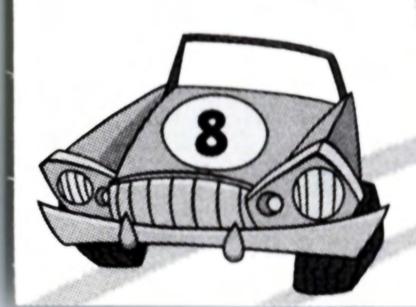
Position Points

You are awarded the following points for the position you place:

1st Place: 10 points
2nd Place: 7 points
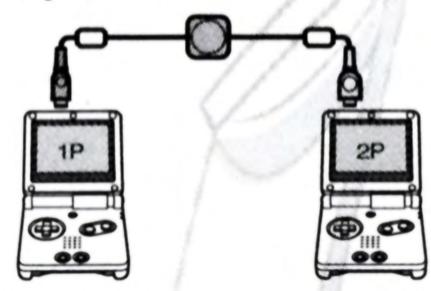3rd Place: 4 points
4th-6th Place: no points are awarded

TWO PLAYER RACE MODES

Select TWO PLAYER from the Main menu to play QUICK RACE mode with two players. You will be prompted to connect a second Game Boy Advance in order to continue onto the mode select screen.

LINKING UP

Cartoon Network Speedway can be played with one to two players. You need the following equipment for two player games:
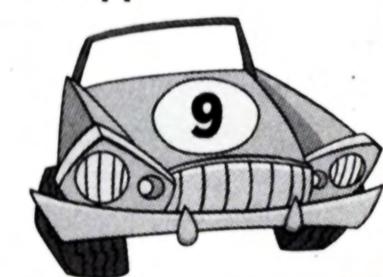
- One Game Boy® Advance System per player
- One CARTOON NETWORK SPEEDWAY game per player
- One Game Boy® Advance Game Link® Cable

LINKING INSTRUCTIONS

Each player should turn off his/her Game Boy® Advance System, then insert the CARTOON NETWORK SPEEDWAY game into his/her Game Boy® Advance System. Connect the Game Boy® Advance Game Link® Cable into the External Extension Connector (EXT) port of each Game Boy® Advance System.

Turn on each Game Boy® Advance System. In a few moments, the Main menu screen will appear.

Note: In Two Player Mode, all menu selections can only be made by the master unit. The "master unit" refers to the Game Boy® Advance System to which you have connected the purple end of the Game Link® Cable.

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CHARACTER SELECTION

After choosing your game mode, choose your character at the Character Selection screen. Six characters are available at the start of the game and another six are locked until you earn them.

CHARACTER STATS
Each character has individual statistics for Weight, Speed, and Grip. These ratings determine how the character will handle in each race.

WEIGHT
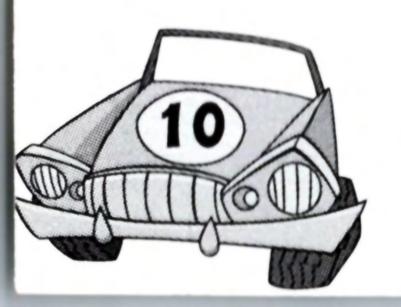Weight affects Acceleration, Top Speed, Turning Ability and Jumping Ability.

ACCELERATION—The heavier the weight, the slower the acceleration and vice versa.

TOP SPEED—Heavier racers have a higher top speed than lighter racers. Once they get all that bulk moving, there's no stopping it!

TURNING ABILITY—Lightweight racers have an easier time making turns than heavy racers that tend to have less control.

JUMPING ABILITY—Lightweight racers have a distinct advantage over heavyweight racers in this category.
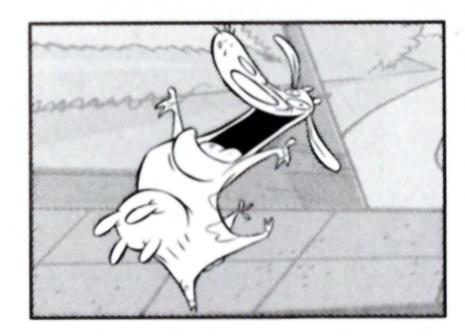
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SPEED

Speed measures actual horsepower a character has under the hood. The higher the stat, the faster the vehicle goes!

GRIP

Grip measures how well a character "sticks" to the track. With a high grip rating, the character navigates the course easily but the audience may get bored. Onlookers prefer the slides, thrills and spills that a character with less grip offers!

Here are the statistics for the six characters available at the start of the game:

COW

Stats:
Weight: 8
Speed: 4
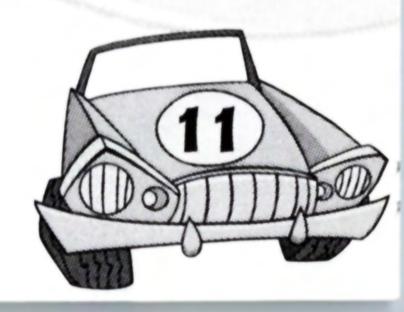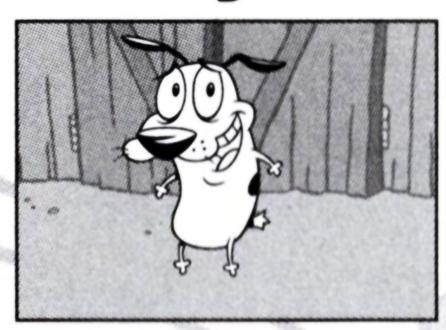Grip: 3
Sidekick: Chicken

Chicken

Stats:
Weight: 5
Speed: 5
Grip: 5
Sidekick: Cow

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courage
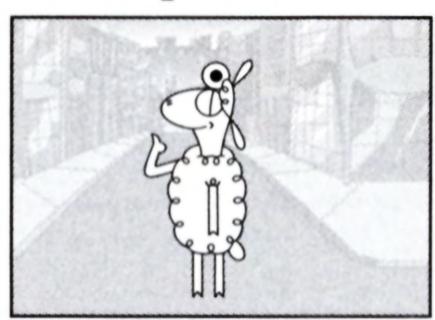
Stats:
Weight: 3
Speed: 6
Grip: 6
Sidekick: Muriel

Sheep

Stats:
Weight: 6
Speed: 6
Grip: 3
Sidekick: Swanky

Ed, Edd and Eddy
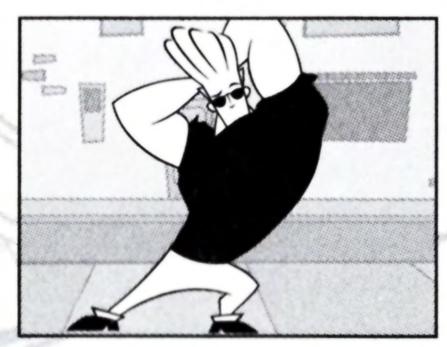
Stats:
Weight: 7
Speed: 4
Grip: 4
Sidekick: Johnny 2x4
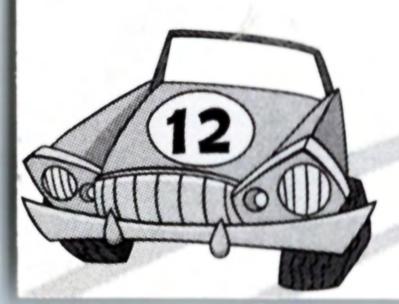
Johnny Bravo
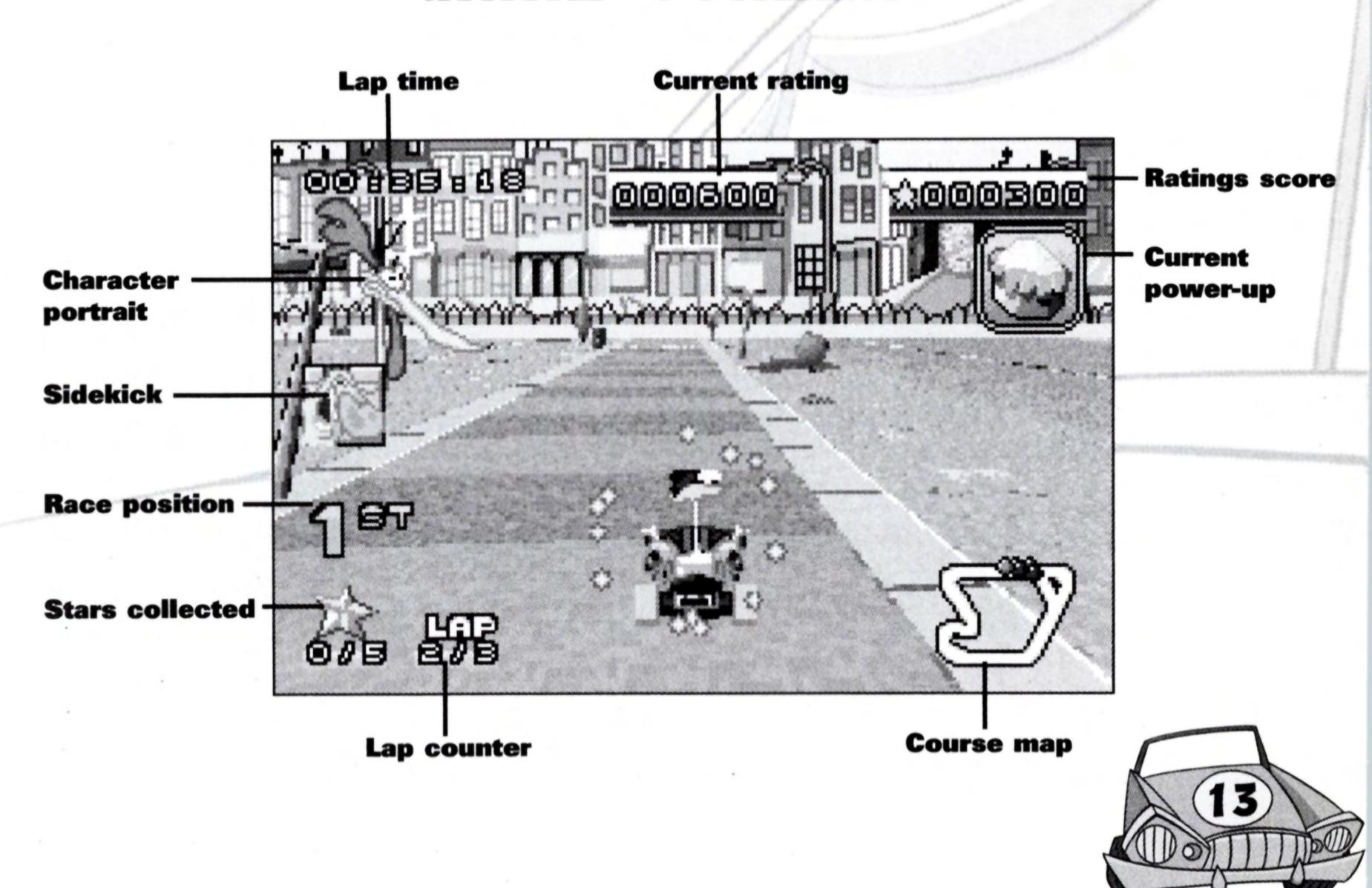
Stats:
Weight: 7
Speed: 6
Grip: 2
Sidekick: Little Suzy

GAME SCREEN

Lap time

Current rating

Ratings score

00:35:18

000600

★000300

Character portrait

Current power-up

Sidekick

Race position

1ST

Stars collected

0/5

LAP 2/3

Lap counter

Course map

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TRACK FEATURES

Each of the 12 tracks is themed after a specific Cartoon Network show. The tracks are called: Big City, Playground, Bravo Burbs, Edopolis, Down on the Farm, Farm Frolics, Alpine Antics, Hot Rod Johnny, Desert Drive, Scary Speedway, Movie Mayhem and Construction Derby.
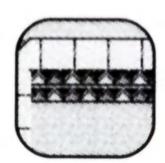
In QUICK RACE and CHALLENGE modes, only Big City, Playground, and Bravo Burbs are available for play until you unlock the remaining 9 courses. In CHAMPIONSHIP mode, four tracks are available and the remaining eight must be unlocked.

Each course has its own characteristics, but all of the courses have the following track features in common:

ZIPPERS
Zippers have a simple function: they make you go super fast! When you run over a trail of arrows, you'll get a massive burst of speed that lasts for 5 seconds.
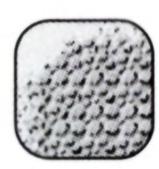
JUMPS
Jump ramps have a strip across the take off point with arrows pointing in the direction of the jump. When you hit this strip, you will automatically take off! You can control your character left and right when in mid air so you can better position your landing.

SLIPPERY SURFACES

Slippery surfaces will send you spinning if you're not careful! These surfaces will appear as small patches on the course and once you run over them, your kart will start to swing from left to right. You have two seconds to gain control of your vehicle by tapping the brakes. If you do not apply the brakes, your vehicle will spin out of control and come to a dead stop. Slippery surfaces include ice, oil, puddles, manure and mud.

ROUGH SURFACES

Rough surfaces will slow your cart down to a crawl and jeopardize your lead. Many shortcuts and secret areas have rough surface areas so be careful! These surfaces include mud, grass, snow, sand and stone.

DROP-OFFS
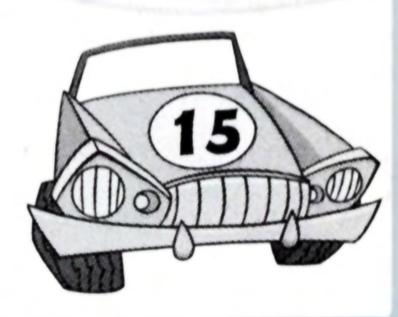
Some tracks have drop-offs that will send your vehicle over the edge. If you fall off, your character will disappear from view with a small puff of smoke. Your kart will reappear in the center of the track after a short delay.

OBJECTS

There are various objects on the tracks that you'll need to avoid. If you hit them, it will cost you time and speed in the race so navigate each course with maximum skill.

SHORT CUTS

Many tracks have short cuts that you can take advantage of to get to the finish line more quickly.

POWER-UPS

Power-ups appear on the track as presents. You can pick one up when you drive into it. Each present contains a variety of power-ups that will cycle in quick succession at the top of the screen. You can select your power-up by pressing the L Button to stop the cycle. If you don't, a power-up will be automatically chosen for you after four seconds.

Once you have a power-up in your possession, you can use it at any time. However, you cannot pick up another power-up until you use the one in your possession (stars and sidekicks are the exception to this rule). Nine power-ups are available at the start of the game. You'll need to unlock the other ten through game play.

Note: Some power-ups are cumulative once activated. For example: You can fire a missile or drop mines while having a shield in operation.
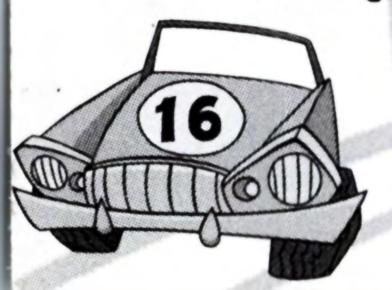
PORTABLE HOLE
Drop this behind you to create a hole in the racetrack that opponents can fall into (you can also fall into this trap so be careful). The hole vanishes once a character has fallen in and the character will reappear several seconds later.

CUSTARD PIE MINE
These are available as singles or triples. Drop them behind you onto the track to provide explosive obstacles. It will take victims a few seconds to recover so make sure you gain some ground!

DISPOSABLE SHIELD

Once activated, the shield protects you from all attack-type power-ups for 15 seconds.

MAGNETIZOR

The magnetizor is a strong magnet that pulls cars ahead of you backwards while pulling you forward, closing the gap between. This power-up is a great way to gain ground while your opponents lose it.

MR. KEVIN'S TRIPLE STRENGTH HAIR TONIC

Characters who fall prey to this sticky bomb are slowed down for 10 seconds.

LIGHTNING WHEELS

Lightning wheels create a spinning barrier of electricity around the kart that lasts for 15 seconds. Any opponent hitting a kart with this active power-up will spin out of control. Great for stopping opponents from passing you!

WIENER MISSILE

This missile is a single fire and flee missile. Victims spin out for three seconds before they recover.

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X3 WIENER MISSILE

Three-wiener-missiles-in-one means more firepower for you! This power-up is not spent until all missiles have been fired individually. Like the single version, victims spin out for three seconds before they recover.

HOMING WIENER

This power-up is a wiener with lock-on! When fired, it locks onto the next character along the track. Victims spin out for three seconds before they recover. You can try to shake the target lock and avoid a missile by jumping repeatedly. However, this slows you down and may be dangerous in certain situations.

X3 HOMING WIENER

Three-homing-wieners-in-one! This power-up is not spent until all missiles have been fired individually. You can try to shake the target lock and avoid a missile by jumping repeatedly. Like the single version, however, this slows you down and may be dangerous in certain situations.

LEADER MISSILE

Very similar to the homing wiener, it homes in on the leader of the race. You can try to shake the target lock and avoid a missile by jumping repeatedly. However, this slows you down and may be dangerous in certain situations.

ROCKET FUEL
Rocket fuel gives you a five second speed boost.

X3 ROCKET FUEL
This rocket fuel power-up is usable three times!

RUBBER FRISBEE
When fired it flies straight ahead, stuns its target for five seconds, then vanishes on impact. If this disc hits either side of the track, it will bounce. A great weapon for firing around corners!

TORNADO MISSILE
This missile sends one large tornado spinning down the track when fired. Characters caught in its path are sent swirling out-of-control for several seconds. The tornado missile vanishes after five seconds.

PHASE OUT POTION
Phase Out potion allows a character to drive through other characters and course objects.

PORK BUTTS

This noxious bomb emits a green cloud that obscures the track ahead so no one knows what's coming! Pork butts last for 15 seconds.
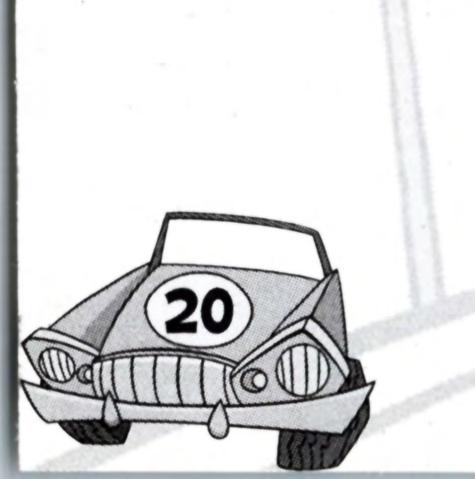
THERMO-BOMB
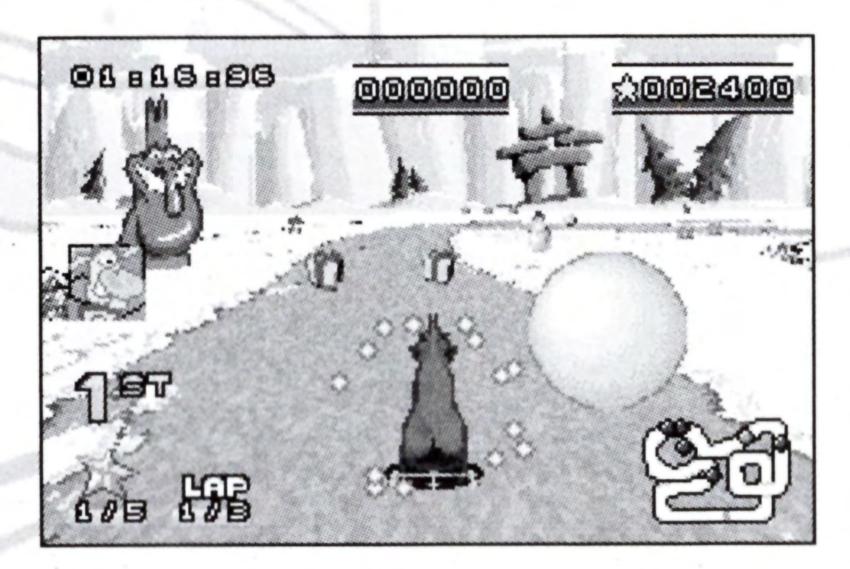
Similar to pork butts, you fire the thermo-bomb at another player. Upon impact, the victim's engine overheats, and he/she has to continue racing with a big cloud of steam blocking the view for five seconds.

STAR

This unique power-up gives you a 1,000 point increase to your Star Ratings score. If you collect all five stars on the course, you'll earn an extra 2,000 point reward. When you collect a sidekick, the star power-up makes the sidekick effect last for an additional 10 seconds. See *Sidekicks* on pg. 21 for more information.

SIDEKICKS

Each character in CARTOON NETWORK SPEEDWAY has a unique sidekick. Using a sidekick properly will give you the advantage in close-run races. To pick one up, crash through the sidekick icon that appears on every course. In two player game modes, there is only one sidekick for both players so try to deprive your opponent of his/her sidekick!

USING A SIDEKICK

When activated, stars appear and revolve around a character's vehicle during the 15 seconds it's effective. A sidekick provides the following bonuses: speed increase, invulnerability, and double Star Ratings Awards (see *Star Ratings*, page 23). A sidekick becomes effective upon pick-up and lasts for 15 seconds. Once it's used, the sidekick icon reappears at a new location on the course. Collecting a star power-up while using a sidekick extends the sidekick's use for an additional 10 seconds.

UNLOCKING STUFF

There's plenty of hidden stuff in CARTOON NETWORK SPEEDWAY for you to unlock! New power-ups, characters, tracks, and championships are yours if you prove yourself on the speedway.

HOW TO UNLOCK HIDDEN STUFF:
- Place first, second or third in all races in CHAMPIONSHIP mode.
- Exceed the Star Ratings requirement for a course in CHALLENGE mode.
- Earn the highest Star Ratings score (See *Star Ratings* on pg. 23).
- Set track records.

REWARDS SCREEN
The Rewards Screen is displayed whenever you successfully unlock something. When you return to the game, use the password you're given to restore your game with everything you have unlocked.

STAR RATINGS

It's not just about speed; it's about style too! You can have fun without worrying about Star Ratings, but to unlock all the secrets of the game you need to win the approval of the audience. Stunts, jumps and short cuts will help you "wow" the crowd and earn rating points that will ultimately earn you bigger and better features. In Challenge mode, you must exceed the preset Star Rating total for that course in order to progress. The Star Rating total for each track is located on the Track Select screen underneath each track graphic.

The following actions earn you a Star Rating:

• Overtaking another player
• Being the fastest off the starting block
• Hitting an opponent with a weapon
• Setting a lap record
• Avoiding an attack (i.e. when your opponent has a homing missile power-up)
• Collecting all five stars on a track (see *Power-Ups* on pg. 16)

HINTS & TIPS

As you play, you'll develop your own tricks and strategies for winning. However, pay attention to the following and you'll be ahead of the competition from the start:

- If your opponent activates a missile power-up that has target lock capabilities, jump repeatedly to lose the lock! This may slow you down a bit but at least you won't get blown up on impact!
- Use the "zippers" on the track to get a massive five second boost of speed.
- Avoid racing off track, especially on tracks with drop-offs. If you "fall off," you'll lose time while your character regenerates.
- Avoid obstacles on the track to maintain a premium position.
- Slippery surfaces on the track will send you spiraling out of control. If you accidentally run over a slippery patch, you have two seconds to regain control of your vehicle. Tap the B Button to apply the brakes, but do not hold the button down. If you apply the brakes just a little bit, you'll regain control of your kart.

CREDITS

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1-900-285-TIPS

1-900-285-8477
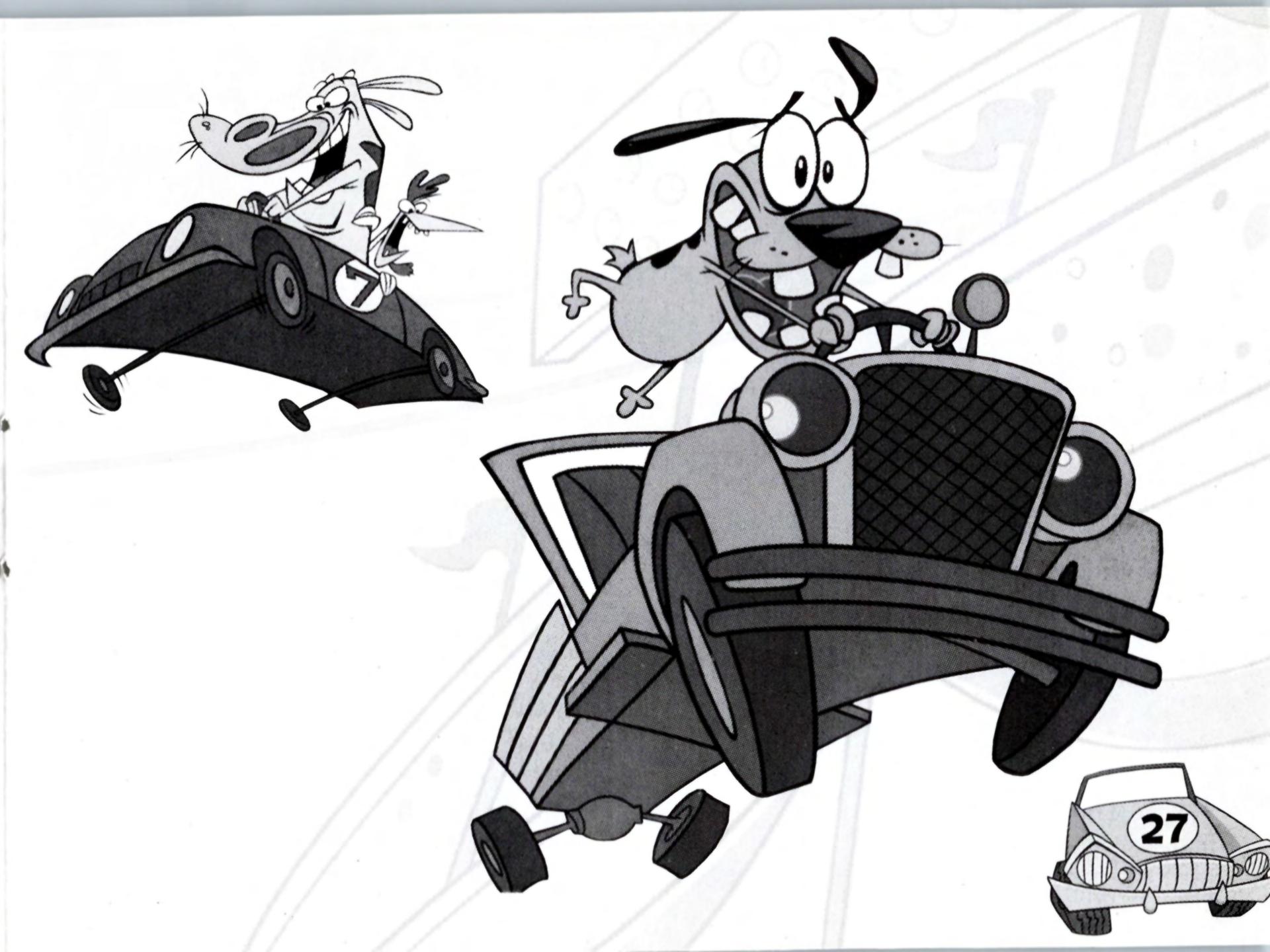($1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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GAME BOY ADVANCE

AGB-BW2E-USA

CARTOON NETWORK
BLOCK PARTY

CARTOON NETWORK
INTERACTIVE

WB

MINI GAME

INSTRUCTION BOOKLET

MAJESCO

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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TABLE OF CONTENTS

CONTROLS

L Button
N/A

R Button
Regulates meter in
Greased Porkbutts
mini-game

A Button
Use/Action Roll/Select

Control Pad
Move/Choose character

B Button
Back

SELECT
Status/Current Score Screen

START
Pause menu

INTRODUCTION

Are you ready to party? Six of your favorite Cartoon Network™ characters are! Play with up to three of your friends on themed Cartoon Network game boards full of mini-games, events and non-stop fun!

MAIN MENU

After starting the game, the Main Menu Screen will appear. Choose from the following:

START GAME

Select to start the game on the game board of your choice.
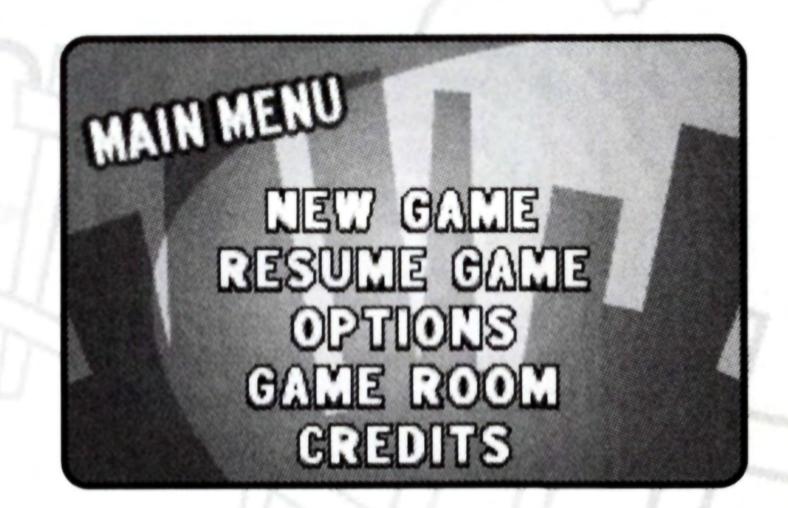
RESUME GAME

Choose to continue a previously played game.

OPTIONS

Preview the game's music and sound effects, and adjust the volume levels for each.

GAME ROOM

Choose to display menu of mini-games you can play.

CREDITS

Select to see the team who brought you **Cartoon Network Block Party**.

SETTING UP THE GAME

At the start of the game you will need to choose the number of players, the character each player will portray, and the board to play.

On the **Player Select Screen**, you can choose how many human and computer opponents will be playing, and whom those players will portray. Up to four players can play and four player positions are defined on the screen. When the screen first appears, it defaults to one human player versus one computer player. For each player position, you can choose which character that player will be or whether he/she will be controlled by the computer. You can also eliminate that player from the game altogether.

CHOOSING A CHARACTER

Press the **Control Pad** Up and Down to display the available characters, then press the **A Button** to select one. Each character can be chosen by only one player per game. For example, if player 1 chooses Cow, no other player can choose Cow.
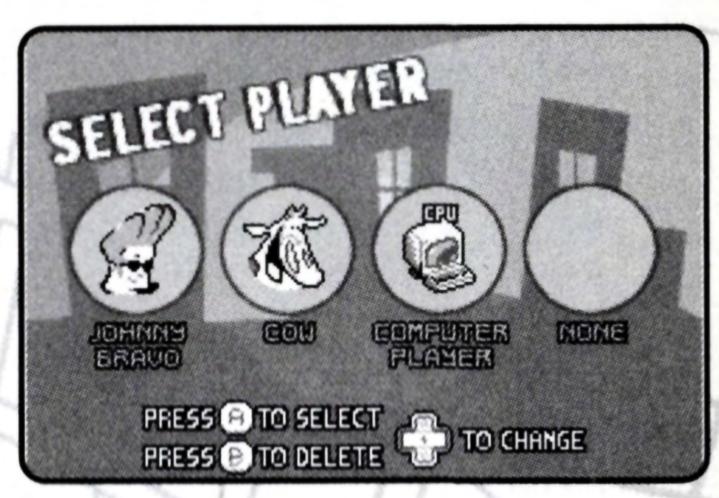
CHOOSING PLAYERS

Once a character is chosen, the select highlight will automatically move to the next player position. Each player should continue the selection process until all players are done. If fewer than four players are participating, you can eliminate additional players by choosing the "NONE" graphic for that player position.

CHOOSING COMPUTER OPPONENTS

To set a player to a computer opponent, simply choose the "CPU" graphic for that player. Upon exiting the screen, all computer opponents will automatically be assigned an available character.

7

GAME MODES

On the **Mode Select Screen** you can choose to play in **Tournament Mode**, or play any of the four game boards individually in **Quick Play Mode**. Press the **Control Pad** Up or Down to highlight the desired option, then press the **A Button** to confirm your selection.

QUICK PLAY

Choose this option to play an individual game board.

TOURNAMENT MODE

Choose this option to play a tournament across all four game boards.
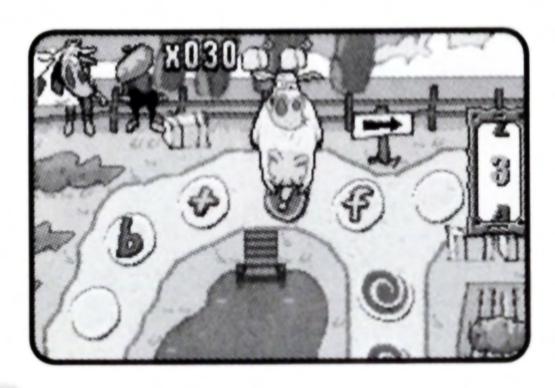
CHOOSING A GAME BOARD

If you have chosen to play in **Quick Play Mode**, the **Game Board Selection Screen** will appear. Press the **Control Pad** Left or Right to view each game board, then press the **A Button** to confirm your selection.

MULTIPLAYER

When playing with more then one human player, each opponent takes his/her turn holding the Game Boy Advance System and rolling the dice to move on the game board. The game will prompt each player when it is his/her turn to play. When participating in mini-games, each player will take turns competing in the same mini-game. The **Mini-Game Summary Screen** will appear after all human players have taken their turn. It displays each player's score and overall standing in the mini-game.

GAME BOARDS

There are four themed game boards in **Cartoon Network Block Party**. Each board has its own **Goal Task** that you must accomplish to complete the board.
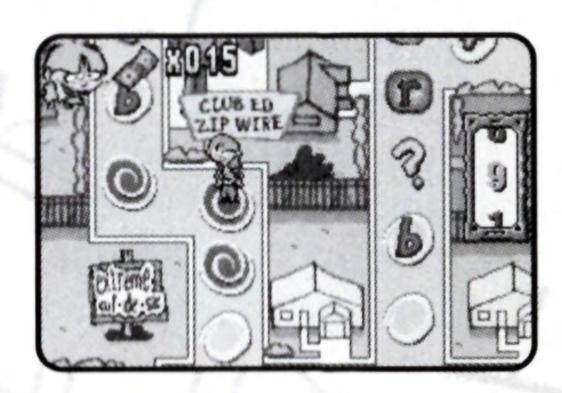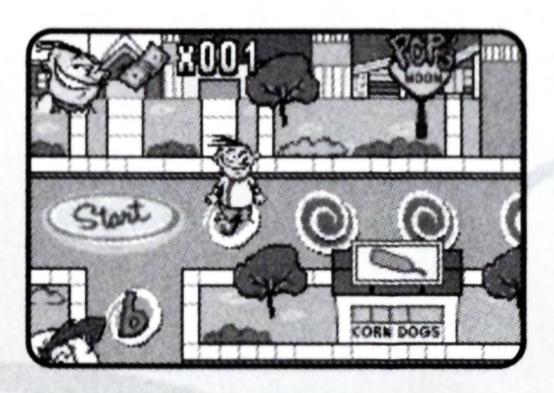
The Tater Farm

Mom needs more than just taters to feed the kids! It's up to you to collect the specified number of porkbutts and bring them to Mom in the farmhouse kitchen. When you pass the Start Space, you'll receive 10 more taters.

Extreme Cul-de-Sac

Master both mini-games in the Extreme Cul-de-Sac and win trophies to bring back to the Board and Bike Shop. You should also stop at The Shop in advance to check out what you can buy to give yourself a competitive advantage. Once you purchase a pass, you can take the zip wire to rocket across the board.
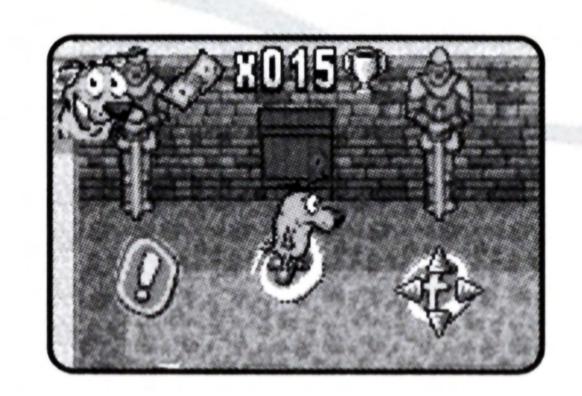
Planet Johnnywood

Johnny wants to give his friend Carl a makeover so he can impress a hot date. It's up to you to help Carl out by hunting down hair goo, sweets and more throughout Planet Johnnywood. Look for the switch at the mid-city bridge to earn yourself a fast shortcut.

Katz's Creepy Castle

Muriel and Eustace Hoebagge are missing and Courage has to find them in the Creepy Castle. Your Goal Task is to collect 3 spiders and 75 cobwebs. Make sure you check out the Library to see what the Dr. has for sale to help you get one up on the competition.

ABOUT THE GAME BOARDS

Although each game board has its own unique features, there are some common spaces on each:

Blank
Nothing at all happens when you land on a **Blank Space** so you're free to roll again when it's your turn to do so.

Move Forward
If you land on the **Move Forward Space**, you will automatically move forward the specified number of spaces.

Move Backward
If you land on the **Move Backward Space**, you will automatically move back the specified number of spaces.

Roll Again
The **Roll Again Space** gives you a chance to move ahead of the pack. Spin again to determine how many spaces to move ahead.

Event Space
Event Spaces won't always be fun and games. The type of event varies by board and space. Sometimes landing on one will cause something to change on the game board or affect your position on the board.

Mini-Game Space
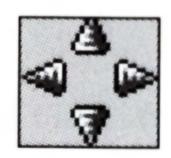Landing on a **Mini-Game Space** will launch a mini-game you can play from any board.

Board Mini-Game Space
Landing on the **Board Mini-Game Space** will launch a mini-game that is specific to the current board.

Reward Space
Landing on the **Reward Space** will reward you with either cash, or taters, or spider webs!

Path Indicator
This icon appears whenever you come to a fork in your path. Press the **Control Pad** in the direction of the desired path and press the **A Button** to continue moving.
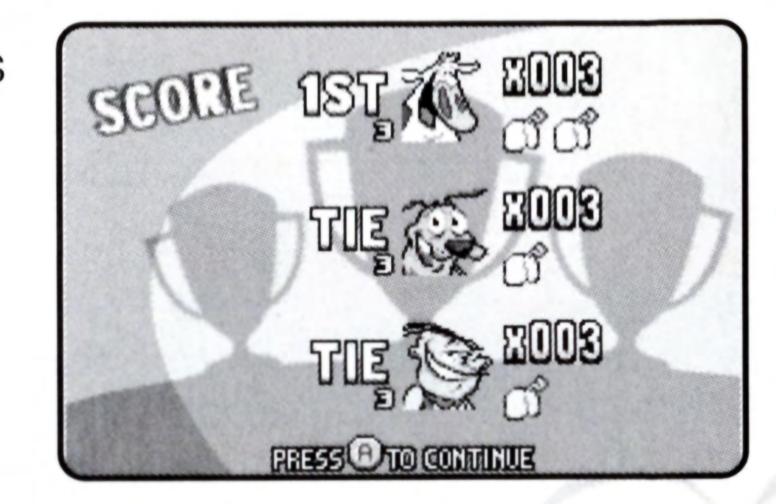
HOW TO PLAY

GOAL SQUARE AND GOAL TASK

To win each board, you must reach the **Start Space** (you do not have to land on it by exact count) after you have accomplished the **Goal Task**. The Goal Task for each board requires you to collect a variety of items specific to that board. Any player who reaches the **Start Space** without first completing the **Goal Task** will have to go around the board again until he/she or another player wins the board.

PLAYER STATUS

Your player's current standing is shown in the player status area. This area displays the status for each player only when it is his/her turn. Each player's score and the items each has collected will be displayed here.

ROLLING AND MOVING

A randomizer "rolls" to determine how many spaces you move. To start the indicator spinning, press the **A Button** and then press it again to slow it down so it stops on your desired number. Your character will advance the indicated number of spaces.

MINI-GAMES

There are 14 mini-games in **Cartoon Network Block Party**. When you land on a **Mini-Game Space**, you can access all mini games that aren't specific to the board you're currently playing. When you land on the **Board Mini-Game Spaces**, you can play any of the mini-games that are specific to that board. When playing mini-games, you will be awarded the money and items you earn only if you complete the mini-game successfully.

All-Board Mini-Games

Hide 'N Seek

Find all your hidden friends! Whoever landed on the **Mini-Game Space** must find the other characters. (The screen goes black while the characters hide). Use the **Control Pad** to move your character and find as many friends as possible in the quickest amount of time. Press the **A Button** to "take a look" behind objects.

Backyard Boogie

Get your running shoes on to make a dash across a tractor congested farm yard! Timing is everything because each row of the field is being plowed by tractors running at different speeds. Use the **Control Pad** to move up, down, left and right. Press the **A button** for a quick turbo boost to sprint ahead of an oncoming tractor. Make it to the other side and slip thru the hole in the fence in the quickest amount of time to win. But watch out, one hit and it's game over!

Fish Frenzy

Fish for points with your hook! Use the **Control Pad** to move your hook up and down and your boat from side to side. Watch out for piranha! If one gets hooked, press the **A Button** quickly to release it or it may sink your boat!

Zombeat the Clock

Tag all the zombies with a piece of garlic to turn them back into their "normal" form. But they won't stay that way for long, so you'd better be quick! Use the **Control Pad** to move around the graveyard. Simply collide with the garlic to pick it up, then run after the zombies! But be careful because when you are not carrying garlic, they will come after you. If they tag you, you become "zombied" and the game is over. You must have all three zombies returned to normal at the same time, in the quickest amount of time, in order to win.

The Tater Farm Mini-Games

Greased Porkbutts

Greased pigs are on the loose! Use the **Control Pad** to chase down a pig then return it to the corral. Press the **A Button** to pick up a pig. Once you pick up a pig a meter appears. Tap the **R Button** to keep the arrow towards the right side of the meter. If the arrow reaches the left side, you will drop the pig. When not holding a pig, tagging an opponent by pressing the **A Button** will cause him/her to drop the pig!

Aim for the Fences

Knock the cowhands off the fence with your slingshot in the quickest amount of time. Aim with the **Control Pad** and press the **A Button** to fire a water balloon.

Grand Prix

The entrance to this mini-game is closed at the start of The Tater Farm board. At the entrance stands a stoplight post with the red light lit. You must land on its entrance space to change the light to yellow. When the next player lands on the space, it changes to

green and the gate swings open. To win the Grand Prix, steer with the **Control Pad**, press the **A Button** to accelerate and the **B Button** to move in reverse. Cross the finish line first to win!

Extreme Cul-de-Sac Mini-Games

Skatin' the U

Master the half-pipe to win! Press the **Control Pad** right and left to pick up momentum, and repeat the button combinations while airborne to perform tricks.

H2 Uh Oh

Use the **Control Pad** to move your character right and left and avoid the falling water balloons!

Planet Johnnywood Mini-Games

Strike a Pose

Johnny has taught Carl how to strike a pose well to make the girls like him. If he screws it up, he will get smacked in the face with a pie. Press the correct buttons before the pose timer runs out to win!

Cold Cash Workout

Use the **Control Pad** to avoid the weights, water bottles and shoes while collecting as much money as possible.

Katz's Creepy Castle Mini-Games

Weremole Waltz

This mini-game is contained within the Doomed Ballroom. Use the **Control Pad** to run around and evade weremoles while collecting as much money as possible in the quickest amount of time to win!

Snatch-a-Bat

Grab bats in the Erratic Attic! Catch as many bats as you can by pressing the **A Button** to swing the net. Use the **Control Pad** to chase down the bats.

Freaky Fireplace

Land in the Lethal Library and you'll have to beat this mini-game. Douse the fire-shadows with your slingshot before they set the room ablaze! Aim with the **Control Pad**, press the **A Button** to fire a water balloon. You must extinguish all the fires before time runs out to win.

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